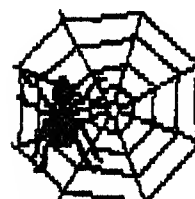


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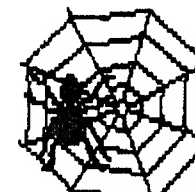
BORIS THE SPIDER
 c/o 203 Devon Ct
 FWB, FL 32547-3110
<http://hometown.aol.com/prbolduc/boris/borishome.htm>



VOLUME VIII, #32

BORIS THE SPIDER

A Journal of Duplicitous Doings,
 Raw Power, and Naked Greed
 "Oh, what a tangled web we weave
 When first we practice to deceive"
 -- Sir Walter Scott --



11 Aug 06

(#252)

No Wood!

Playing one game of *HISTORY OF THE WORLD II*, *MONSTERS RAVAGE AMERICA*, *SLAPSHOT*, *UNION PACIFIC*, and *AGE OF RENAISSANCE*; two games of *WIZARD'S QUEST*, *PUERTO RICO*, *CARCASSONE*, *MERCHANT OF VENUS*, and *PRINCESS RYAN'S STAR MARINES*; and three games of *GANGSTERS*, *WAR AT SEA*, *SAN JUAN*, your exhausted editor only managed to eke out two wins, one in *WAR AT SEA* and the other in *MONSTERS*. Next year I ought to do better since Wayne Morrison ought to be back in town and I'll be able to get in some warm up games with him.

IMMEDIATE GAME OPENINGS:

CIRCUS MAXIMUS: Benjios is available.

COLONIAL DIPLOMACY: Turkey may be available.

DIPLOMACY: France may be available.

MAHARAJA: Blue may be available.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Train your will to concentrate on a limited objective. When young, you spread your effort over too many things. If your try fails, what does that matter? The thing is to get sport out of trying." -- Francis Chichester

NEW ON THE WEBSITES: The *WIZARD'S QUEST* website (Reference 1) has had the 2006 Tournament report added and a link to our current game added.

PICTURE OF THE MONTH: The finalists for the *WIZARD'S QUEST* tourney, who include Boris and Ron Fisher (Ms Nar was chaperoning).

Warchieftain Jarl Hakkon Thunderbeard V (aka Robert) is looking for a few more players for the next game of *Medieval Warlords*, a multiplayer strategy game. All you need to play is email and your computer, as there is no cost (and no ads or anything either). You can check out the game and sign up at Reference 2. All realms and units are historically accurate and faithfully depleted on the game map for the time period (circa 1320 AD).

They also offer a strategy game that takes place in Ancient Times (circa 320 BC, at the rise of Rome), as well as a Napoleonic scenario and Lord of the Rings scenario (but there is a limit of 1 game per person right now). Looking at the site, yes, you can play for free, but you're a second class citizen if you do. Still, you can check it out for free and if it's your cup of tea, buy a promotion or whip 'em as an upstart commoner.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award goes this month to Rick Copeland for his press in "Wide Open Spaces".

This month's Ms Nar Super-Sudsy Bomb is lobbed at Peter Boyum for double NMRs.

REFERENCES:

1. <http://hometown.aol.com/WizQuest/wzqhome.htm>
2. <http://www.warsofconquest.com>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 1 SEP 06



Riots in France Confusion in Germany Spring 1906

XVIII
2005F

CLIFFHOME: The French will-to-fight -- never particularly strong after Waterloo -- has collapsed completely. Only the Kaiser's incomplete analysis of the tactical situation offers La Belle France a glimmer of hope for survival. England and Russia, meanwhile, are treading water, waiting to see if they or Germany will be the next target of the Italo-Turkish unholy alliance.

TROOP MOVEMENT

French A BUR is NBR so retreats otb. Turkish A UKR retreats to GAL. GM tears French F ENG. Germany builds A MUN, F BER, and F KIE. Italy builds A Ven, FG NAP, & F ROM. Turkey builds A CON.

ENGLAND (Anderson): [F Nth-Nwy], [F Yor-Nth], F Edi-Cly;

FRANCE (Boyum): NMR! A Par H(u), F Pic H(u);

GERMANY (Hafey): NMR! A Hol H(u), A Bel H(u), A Mar H(u), A Bur H(u), F Swe H(u), A Ber H(u), A Mun H(u), F Kie H(u);

ITALY (Copeland): F Tun-Wes, F Spa(sc) S F Por-Mid, F Por-Mid, A Tri H, A Ven S A Tri, F Nap-Ion, F Rom-Tyn;

RUSSIA (R. Fisher): [A Mos S A Ukr-War], [F Nwy S GER F Swe-Ska]nso, [A Ukr-War], F Nrg-NAT;

TURKEY (Shacklett): A Vie S A Bud, [A Gal-War], F Alb-Gre, A Bud S A Ser-Rum, F Aeg S F Alb-Gre, A Ser-Rum, A Gre-Ser, [A Sev-Mos], F Bla S A Ser-Rum, A Con-Bul.

Orders in brackets fail; amb = ambiguous, NBR = no build received, NMR = no move received, NRR = no retreat received, nso = not so ordered, otb = off the board, otm = on the move, r-??? = retreats somewhere.

Due next are orders for Fall 1906 and Press. Ms Nar loves Press. See website for transcript and current map.

EMBASSY BEAT

Russia-All: Okay. Who put the "kick nie" sign on my back? Every time I allie with someone they eat my MY not my captured but MY HOME, dots and then their soooo sorry...You'd think I was French or Austrian so something. Okay you've all got one more chance...but after this the gloves come off and its you-know-what time. One very pissed-off Tsar Ronal.



"He has ceased to amaze me."



COLONIAL DIPLOMACY "Wide Open Spaces" RIOTS IN TURKEY! 1902

2003I
ea07

MIRKWOOD: Riots have broken out between Sunni and Shiite fans attending the All-Islam Domino Tournament after several top players were accused of using performance-enhancing drugs. It is not known whether the Sultanate can survive this latest round of unrest. In the Far East, France's slip of the pen allowed a Chinese army to escape, but Chinese good will may be very important as the Dutch seem to have finally decided that removing the French may be their shortest path to victory.

TROOP MOVEMENT

Japan retreats A MAC to SEO. Britain tears A MYS. China builds A PEK. France builds A Coc, A Ann. Japan tears A KYO. Russia builds A OMSK. Turkey is NBR and so will play two short.

BRITAIN (Nichols): [A Nag-Bom];

CHINA (Paulson): [A Chu-Can], A Nan S A Chu-Can, A Yun-May, A Ben S A U-Bur, [A Kam S RUS A Tas-Afg]nso, A Sik-Ass, [A U-Bur S A Yun-May]r-???, [A Mac S RUS A Irk-Vla], [A Sha S A Mac], A Pek S A Mac;

FRANCE (G. Wilson): A May-U-Bur, A Ran S A May-U-Bur, F Can H, F Ton S F Can, [F For H]d, [A N-Siam-U-Bur]imp, A Ann H, A Coc-Cam;

HOLLAND (Anderson): A Mal H, F Cebu S F MP, F WIO H, F LS S F SCS-For, F Cey S F WIO, F SCS-For, F BoB S FRE A May-U-Bur, F MPS F SCS-For, F AS-GoM, F Sun-S-GoS, F Mad S F WIO, F SIO S F WIO;

JAPAN (K. Wilson): F SoJ S A Vla, A P.Art S A Seo-Mac, F UPS F Kyu-ECS, [A Vla S A Seo-Mac], [F HK S HOL F SCS-Can]nso, F YS S A Seo-Mac, [A Fus-Seo], [A Seo-Mac], [F ECS-Sha], [F Kyu-ECS];

RUSSIA (Copeland): A Baku-Mos, A Del H, A Tas H, [A Irk-Vla], A Mon S CHI A Mac, A Kra S A Mon, A Omsk-Akm.

TURKEY (Boyum): NMR! A Raj H(u), A Pun H(u), F Som H(u), F GoA H(u), F Bom H(u), F Oman H(u), F Ara.S H(u), F Kar H(u).

Orders in brackets fail; d= destroyed, imp = impossible, NBR = no build received, NMR = no move received, nso = not so ordered, otb = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered.

Chinese A U.BUR must retreat otb or to YUN.

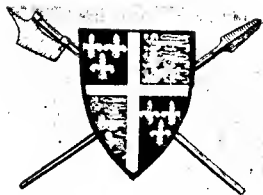
Due next time are retreats and orders for 1904. And press: Ms Nar craves press. See website for transcript and current map.

EMBASSY BEAT

Japan to all: Still nothing from most of you. At least not in my mailbox. Lots of "news" otherwise as I see my units pushed out of Manchuria and pressed on all sides otherwise. What's an Emperor to do? I pick a friend, perhaps at random, and try my luck. So, who'll be the "lucky" ally?

Russia to Japan - Just for your imperial edification, the Czar's personal envoy and staff which were to attend your Imperial coronation last year were imprisoned in Vladivostok and executed as spies. They were therefore unable to attend your coronation. Perhaps your troops should have been informed of the change in leadership.





KINGMAKER

"King of Pain"
TURNS 17-18

KOP

The Cast:

THE MAD HUNGARIANS (Dowrey): Fitzalan [30], Warden of the Northern Marches [1150], Stanley [50], Event cards (1), Crown Cards (6).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50]; Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [1150], Swansea [120], Leicester [120]; Holland [20], Duke of York [30], Scots Archers [20], Courtenay [30], Admiral of England [50], Event cards (5), Crown Cards (6).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray [50], Treasurer of England [50]; *Le Swan*, Lancaster [120]; Hastings [10], 2 Flemish Crossbowmen [20], Bishop of Carlisle [130], Burgundian Crossbowmen [30], Cromwell [10], Earl of Kent [30], Constable of London [1250], Percy [100], Lieutenant of Ireland [1250], Archbishop of York [130], Bishop of Durham [130], Burgundian Crossbowmen [30], Carlsbrooke, Northampton [120], Calais. Event cards (2), Crown Cards (5).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [1250], Nottingham [120]; Neville [50] Scots Archers [20], Company of Saxons [20], Audley [10], Roos [10], Herbert [10], Talbot [30], Event cards (2), Crown Cards (3).

WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Archbishop of Canterbury, Bristol [130], Coventry [120], Clifford [10], Earl of Worcester [30], Captain of Calais [1350], Bishop of Lincoln; Gray [20], Berkeley [10], Newcastle [120], Event cards (3), Crown Cards (3).

TURN 17 (cont): All of SQ move with Stafford to Rhuddlan. Maggie and Eddy don't accompany Mobray to Denbigh.

MOVEMENT:

SQ: Go wenching in Rhuddlan.

MH: Fitzalan Ka-Je-Ih-Hi (pick up Artie)-Hh, Stanley GJ-GI-Hh, *Le Christopher* lands at Cardiff. *Le Lucas* S15-S12-S11-S10-S9.

TCC: All move Mh-Ne-Na-Nc-Oc (Lancasteric)

WF: Clifford remains on Continent. *Le Michael* at S15-Continent. Berkeley disembarks *Le Michael* to Continent.

KPP: Percy & Hastings hold. Cromwell receives *Le Nicholas*, boards *Le Swan*. *Le Nicholas* London-Estuary-S15-S12-S11-S10. *Le Swan* Beaumaris-S24-S20-S16-S13-S1. Mowbray Denbigh-Lg-Kc-Jb-Id-Ie. Maggie and Eddie remain in Beaumaris.

COMBAT: TCC lays siege to Lancaster.

CROWN CARDS: SQ & MH receive cards. TCC will receive the next.

PRESS: TCC to KPP; you've got to catch us and beat us to have us be "no more".

TURN 18

EVENT CARDS:

MH: #82, Plague @ Northampton, Oxford = n/e.

TCC: Keeps _____.

KPP: #51, Peasant Revolt. Mowbray to Framlington, Marshal to Thetford.

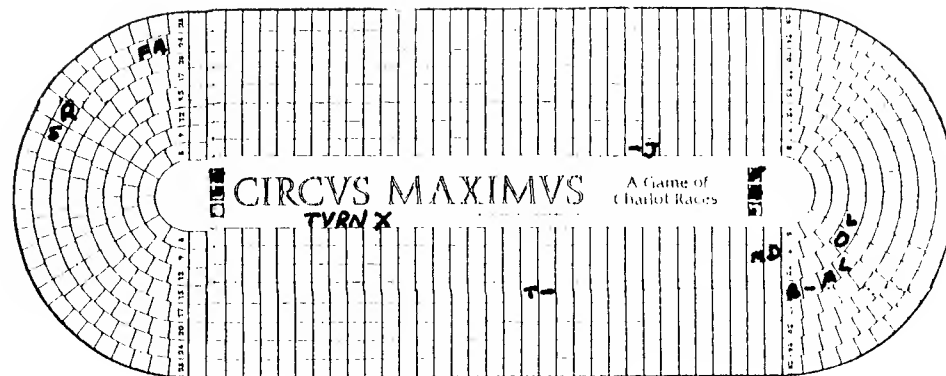
SQ: #55, Revolt in Wales. Talbot to Ludlow.

WF: #102, Heresy. Clergy back to their diocese. Hastings to Carlisle, Percy to York or Durham, Howard to Canterbury, Clifford to Lincoln.

NOBLES: Audley, Herbert, Neville, Roos, Stafford @ Rhuddlan*; Berkeley* @ Continent; Grey on *Le Michael*; Clifford in Lincoln; Courtenay, Duke of York, Holland, Pole, Scrope @ Oc; Cromwell on *Le Swan*; Fitzalan & Stanley @ Hh; Hastings in Carlisle; Howard in Canterbury; Mowbray in Framlington; Percy in Durham or York; Talbot in Ludlow.

SHIPS: *Le Christopher* in Cardiff, *Le Margarete* @ Continent, *Le Swan* @ S1, *Le Lucas* @ Rochester, *Le Michael* @ Continent; *Le Nicholas* @ S10.

HEIRS: Reds: King Henry at Cockermouth w/ Percy, Margaret & Edward of Wales in Beaumaris; Artie w/ Fitzalan @ Hh. Whites: Richard of York in Mh w/ Holland & Pole, Edward of March @ Carlsbrooke, George in Rhuddlan w/ Stafford; Richard of Gloucester & Edmund of Rutland (RIP).



SECOND EGG LAST BETS

TURN X:

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	33	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/0	3431	28	13	1/1
7-1	Green	Benjlos (0/6)	H	Y	0/0	6433	45	14	1/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	2/1
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	22	19	2/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	08	23	2/1
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	31	18	1/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5324	23	16	1/1

Mellito Domi Adsum: 7, no whip. Ahead 5, in 1.

Luke Outtus: 12, no whip. Out 2, ahead 10.

Josephis: Speed 11, no whip. Cornerstrain at 3-over (12-2 = n/e, -3 END), ahead 11.

Benjlos: 14, whip (3, -3 END). In 2, ahead 10, attack MD cart-cart (MDA accepts, 15+0-2 = defenders cart damaged; 5+3 = 8 = 3 damage to right wheel, wheel check 8 = OK), ahead 1, cornerstrain at 5-over (9-0 = S = out 1 lane, -5 END), ahead 2.

Flippus Max: 16, no whip. Out 1, ahead 11, corner strain at 4-over (13-2 = SS, involuntary ram (horse to cart) on Benjlos who accepts: 6+3 = 2 injury to #4 horse; -4 END), ahead 1, out 1.

Trickster: 11, no whip. In 2, ahead 7.

Sprinticus Rex: Speed 23, no whip. Out 1, ahead 22.

Fastus Max: 23, no whip. Ahead 23.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	33	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	28	13	1/1
7-1	Green	Benjlos (0/6)	H	Y	0/0	6433	37	14	2/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	2/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	19	19	2/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	08	23	2/2
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	31	18	2/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	19	14	2/1

This month's orders for Benjlos were provided by Anderson. Betting booths are open one last time; you have _____s.

Game transcript and map are on the website.



MAHARAJA

Wayne NMR!

Turn 14



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

BOARD:

Pandya (1.5): 1A @ Golconda.
Marathas (2): 3A @ Andhra; 2A @ Maharashtra, Mysore; 1A @ Kerala.
Cholas (x): 1A @ Malabar, Arms.
Sinhalese (0): 2A @ Lanka, Sinhala; 1A @ Karnatak.
Sikhs (1): 1A @ Kashmir.
Rajputs (0.5): 3A @ Delhi; 1A @ Assam, Orissa.
Muslims (2.5): 2A @ Bidar, Gondwana; 1A @ Berar.
Mughals (0): 3A @ Malwa; 2A @ Alamgir @ Bengal; 1A @ Lahore; 1A @ Baluchistan, Bihar, Bundelkhand, Delhi, Gandhara, Jaunpur, Magadha, Oudh, Punjab, Rajputana, Sind. Nizan @ ???
Portuguese: 1A @ Gujarat; 1A @ Khandesh; 1F @ Sind.
Dutch: 1A @ Indian O; F @ Karnatak.
French: 2A @ BoB, Indian O; F @ Andhra; Dupleix @ ???.
British: 4A @ Indian O; 2A @ Arabian, Bijapur, BoB; F @ Bijapur, Malabar
Allied: Cholas (P), Rajputs (A).

Score: Purple 72, Yellow 58, Blue 54, Green 48.

TURN 14:

Muslims (2.5): Grow 1.5 pp. Add 1A @ ...

GM-all: I haven't heard anything from Wayne in about six weeks. He'd said his outfit was moving and he'd probably be off-line awhile, so there's no reason to panic yet. I've asked TJ Klausits to provide some back-up orders but don't know when he'll get around to it. If all else fails, we'll go with "Add 1A to Behar and hold" and let the Mughals, Portuguese and Dutch move before we have to worry about his French.

LEGEND: A = Army, F = factory, L = leader, P = population marker, pp = population points, r-??? = retreats-???, w-??? = withdraws-???

Game transcript and map are posted on the website.



BRITANNIA

"Frisian"

Turn XIII



The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans, R-Bs, Norsemen, (Norwegians)*

B (Anderson): *Welsh, Jutes, (Normans)*

C (Butitta): *Brigantes, Caledonians, Danes*

D (Boyum): *Picts, Irish, Angles*

E (Fruch): *Belgae, Scots, Saxons, Dubliners*

Turn XIII

Board:

Welsh (B, 2): 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd.

Brigantes (C, 0): 3A @ Strathclyde; 2A @ Galloway; 1A @ Dalriada.

Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.

Caledonians (C, 1.5): 2A @ Calthness.

Norsemen (A, 1.5): 3A @ Hebrides; 1A @ Orkneys; 1R @ Irish.

Dubliners (E): 5A @ Irish.

Danes (C): 2A @ North; 1A @ Cumbria, Suffolk, York.

Saxons (E, 1.5): Alfred, 3A @ N Mercia; 2A @ Essex; 1A @ Avalon, Downlands, Lindsey, S Mercia, Sussex, Wessex. Edgar @ ???

Angles (D, 2.5): 2A @ Dunedin, Pennines.

Picts (0.5): Grow 2 pp. Hold.

Caledonians (1.5): Grow 0.5 pp. Hold.

Norsemen (1.5): Grow 1 pp. 2A Hebrides-Icelandic-Dalriada, 1A Atlantic-Irish-Dalriada (5.3, 1:4 Brigante r-Strathclyde). Score 0.5 A VP.

Dubliners: 1st Wave: 1A Irish-Cheshire, 4A Irish-Cumbria (6.5, 4, 1:4 -1 Dane). 2nd Wave: 3A Cumbria-York (6.4, 1:4 -1 Dane).

Danes (0): Grow 1 pp. ...

SCORE: C(63), C(62.5), A(51), D(47), E(34)

Board:

Welsh (B, 2): 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd.

Brigantes (C, 0): 4A @ Strathclyde; 2A @ Galloway.

Picts (D, 2.5): 2A @ Alban, Mar, Moray, Skye.

Caledonians (C, 2): 2A @ Calthness.

Norsemen (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.

Dubliners (E): 3A @ York; 1A @ Cheshire, Cumbria.

Danes (C): 2A @ North; 1A @ Suffolk.

Saxons (E, 1.5): Alfred, 3A @ N Mercia; 2A @ Essex; 1A @ Avalon, Downlands, Lindsey, S Mercia, Sussex, Wessex. Edgar @ ???

Angles (D, 2.5): 2A @ Dunedin, Pennines.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Game transcript and current map can found on the website.



BLACKBEARD

Turns 98-101



THE CAST:

1. (Barrett) Portugues, Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Taylor, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	G19a	+3	4	35	(2/3)	1	212	30	40	--	FSN
2	Davis	Sloop	J16a	+3	3	14	5	3	674	--	--	--	NP
4	Rackham	Scnr	D17i	-2	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P11	+3	6	0	3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	7ac								
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31 Anti: 23, 24, 54, 64
 Merchants: 21, 61, 61, 45, O15, O15(B5), 23, 52, 16, 36, 54, 15, 21, 21
 Warships: G19 Destroyed Port: 14, 32
 Out-of-Play Pirates: Teach (#3) Letter of Marque: PF

Turn	Player	Action	Draw
98	4	JR moves 6-2 D17i to C17ia Draws warship @ 36	*B 14
99	1	Sell booty - no D&R, no other purchases +70d Random Event (reshuffle), Letter of Marque (B), Ogle (1), superficial	12 25, 54, 33
100	2	Refit. Back to 6 Cmbt	26
101	2	Weigh anchor, move 4+3 to M14, New Merchant at 33 Random Event (reshuffle), Place a Guv (41, Pro), Ogle (1), lose eye**	*D, 31, 12 43, 62, *C
		Draw 2 merchants at 21	21, 44
102	3		

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	N ^W	H1	H2	Hostage	Attk
1	Portugues	Sloop	G19a	+3	4	35	(2/3)	1	282	--	--	--	FSN
2	Davis	Sloop	M14	+3	6	14	5	3	674	--	--	--	NP
4	Rackham	Scnr	D17i	-2	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16	5	13								
3	Taylor	Sloop	P11	+3	6	0	3	3	0	45	--	--	--
4	Ogle	KC	Box1	3	3ac	--	crippled						
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

The Board:

Guvs: Pro: 35, 46, 53, 31, 41 Anti: 23, 24, 54, 64
 Merchants: 21, 61, 61, 45, O15, O15(B5), 23, 52, 16, 36, 54, 15, 21, 21, 33, 21, 21
 Warships: G19, 36 Destroyed Port: 14, 32
 Out-of-Play Pirates: Teach (#3) Letter of Marque: PFB



JUNTA

Coup Attempt!
Year 8



THE CAST: (and Table order)

Rick Copeland (Martini) Dave Anderson (Hat)
 Chuck Hanna (Shades) John Butitta (Stickpin)
 Wayne Morrison (Mustache)

Coup

ROUND 1: *El Presidente* commands the Presidential Guards to move to University City. Stickpin moves 1st Brgd to S River Suburb. *El Presidente's* brother-in-law Ricardo lands the Marine in the S River Suburb. Martini moves 2nd Brigade to the SW Middle class area. Hat moves 3rd Brgd to N Middle Class Neighborhood.

COMBAT: Gunboat vs 2nd Brigade (1,4,4 = 0 hits). Airstrike on the Palace Guards in University City (1,2,3,5,5,6 = 1 hit).

ROUND 2: Stickpin moves 1st Brgd to Tracks. Brother-in-Law chops Marines to Stickpin. Martini moves 2 Brgd to N Middleclass Neighborhood. Hat moves 3rd Brgd into University City. Shades moves Prez Gds back to the Palace.

COMBAT: Gunboat vs 3rd Brgd (2,4,6) = 1 hit). Airstrike on the 1st Brgd (1,2,5,6,6,6 = 3 hits).

ROUND 3: Martini moves 2nd Brgd to Cathedral area. Hat moves 3rd Brigade to Presidential Palace. Shades Stickpin moves 1st Brgd to Market. Bro-in-Law

Press:

3rd brigade is pursuing the EVIL Presidential Guards back to their lair even after being shelled by the navy who must be under a delusional drug for still supporting the corrupt and EVIL *El Presidente*.

Due next: Rest of Coup, etc.

Coup: (* has first fire)

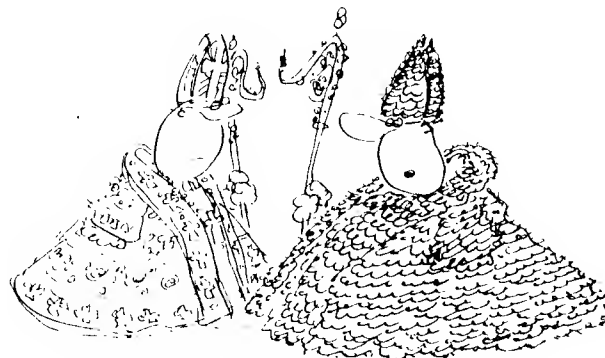
Martini (Rebel): 6A @ Cathedral, Paratroopers @ Base, 1 Airstrike

Hat (1st Rebel): 5A @ Presidential Palace

Shades (El Presidente): 3A @ Presidential Palace*8, Gunboat @ River

Stickpin (Loyal): 3A @ Market, 1 Cop in each Precinct, Marines @ S River Suburb
 8 Roll 2 dice per defender in the Palace

You have _ MP in hand and _ MP in the Bank.



"I haven't the heart to disappoint her—my mother knitted it for my birthday."

Myers/Punch/London



MEMORY IS FICKLE OR 9a

MiF

PLAYER STATUS: (*Prez) (#) = certs (max 16)

Frueh: \$16, 6* B&M, 5* C&O, 2 NYNH&H, 1 Erie, 1 NYC (12+1)
Hanna: \$348, 6* NYNH&H, 8* Erie, 3 NYC, 2 C&O, 1 B&M, 2 CP, 2 B&O, 3 PRR (15+10)
Bailey: \$10, 6* NYC, 6* CP, 1 NYNH&H, 1 PRR 2 B&O, 2 B&M, 1 C&O (16+1) <PRIORITY>
Zieske: \$130, 6* B&O, 6* PRR, 1 NYNH&H, 2 CP, 1 Erie, 2 C&O, 1 B&M (11+6)

CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CB	C155	0	86	6	E19, H16, F16, 1
B&O	PZ	D100	0	1	5	I15, H10, 1
C&O	MF	E90	0	1	5	F6, 2
CP	CB	A90	0	27	6	A19, F16, 2
NYNH&H	CH	E76	0	21	D	G19N, F22
B&M	MF	G67	0	0	D	E21, F22
PRR	PZ	I60y	0	0	D	H12, H18W, H10, 1
Erie	CH	F50y	0	18	5	E11N, 2

Bank has \$11,363.

OR 9a:

NYC: Lay #23(nw) in G15. Run I15-H16-F16-G17-G19s-H18 (\$280). Pay divs (CB +\$168, CH +\$84, MF +\$28). Price to C170.
B&O: Lay #26(nw) in F14. Run H18-H16-G15-H10-K11 (\$230). Pay dividends (PZ +\$138, CH & CB +\$46). Price to D110.
C&O: Lay #24(w) in G9. Run F2-F4-F6-G7-F10 (\$150). Pay dividends (MF +\$75, CH & PZ +\$30, CB +\$15). Stock moves to E100.
CP: Lay #42(nw) in F14. Run I15-H16-F16-G17-G19s-H18 (\$280). Pay divs (CB +\$168, CH & PZ +\$56). Price to A100.
NYNH&H: #29 in E13(se). Run E23-F24-F22-F20-G19-G17-H16-I15 (\$300). Pay (CH +\$180, MF +\$60, CB & PZ +\$30). Price to E82.
B&M:

PLAYER STATUS: (*Prez) (#) = certs (max 16)

Frueh: \$179, 6* B&M, 5* C&O, 2 NYNH&H, 1 Erie, 1 NYC (12+1)
Hanna: \$744, 6* NYNH&H, 8* Erie, 3 NYC, 2 C&O, 1 B&M, 2 CP, 2 B&O, 3 PRR (15+10)
Bailey: \$437, 6* NYC, 6* CP, 1 NYNH&H, 1 PRR 2 B&O, 2 B&M, 1 C&O (16+1) <PRIORITY>
Zieske: \$304, 6* B&O, 6* PRR, 1 NYNH&H, 2 CP, 1 Erie, 2 C&O, 1 B&M (11+6)

CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CB	C170	0	86	6	E19, H16, F16, 1
B&O	PZ	D110	0	1	5	I15, H10, 1
C&O	MF	E100	0	1	5	F6, 2
CP	CB	A100	0	27	6	A19, F16, 2
NYNH&H	CH	E82	0	21	D	G19N, F22
B&M	MF	G67	0	0	D	E21, F22
PRR	PZ	I60y	0	0	D	H12, H18W, H10, 1
Erie	CH	F50y	0	18	5	E11N, 2

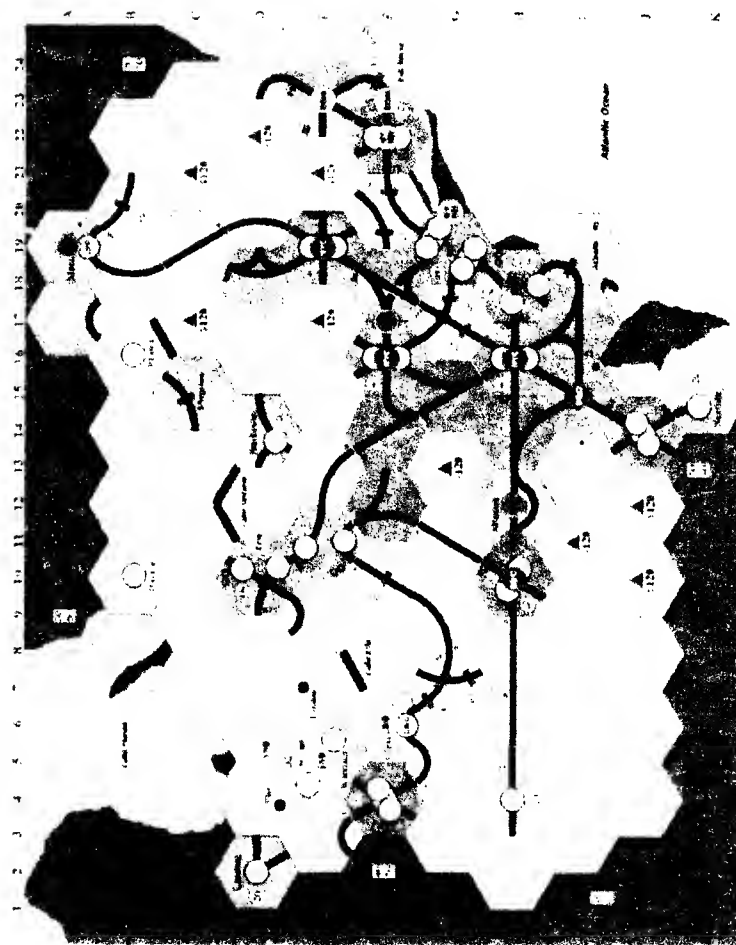
Bank has \$10,182.

AVAILABLE TRAINS: DDD

AVAILABLE TILES:

Yellow: #2(1), #3(2), #4(1), #7(2), #8(6), #9(3), #55(1), #57(3), #58(1)
Green: #14(0), #15(1), #16(1), #18(1), #19(1), #20(1), #23(1), #24(2), #25(0), #26(0), #27(1), #28(1), #29(0), #59(2)
Brown: #40(1), #41(1), #42(2), #43(2), #44(1), #45(1), #46(2), #47(1), #66(1), #68(1), #70(1)

Transcript and current map are on the website.



D

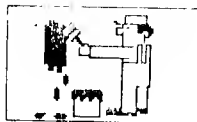
(\$800)
\$1100



General Motors F Series

1870

"ARTEMIS GORDON" OR 8A-B



PLAYER STATUS:

*Indicates Presidency (certs)
Bailey: \$1575, 8* SLSF, 2 IC, 2 GM&O, 1 MP, 1 SP, 1 KATY, 1 AT&SF (13+2) <Priority>
Hanna: \$2036, 7* IC, 6* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1TP, 2SP (13+8)
Martin: \$1723, 7* GMO, 6* SP, 1 KATY, 2 SSW, 1 MP, 1 TP (13+3)
Zieske: \$1725, 6* KATY, 6* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP (9+7)
Frueh: \$1876, 6* SSW, 6*, 6*TP, 1 MP, 1 SP, 1 KATY, 1AT&SF (12+7)

CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld Cash	Det	Train	Tokens
KATY	PZ	B350	180	0	0	0 272	Y	-6	B11,B9,E12,N1*
SLSF	CB	A350	100	0	0	2 84	Y	-8	E12,B11,J5,M22*
IC	CH	A325	68	0	0	0 0	Y	-8	K16,C18,A22*
FW	MF	B180	100	0	0	1 29	Y	-6	J3,H13,A2*
TP	MF	B160	90	0	0	0 5	Y	-10	J5,1,N17*
GM&O	BM	C110	68	0	0	0 1	Y	-6	M20,K16,C18*
SP	BM	C76	72	0	0	0 89	Y	-10	N1,H17,1,N17*
AT&SF	PZ	B68	82	0	0	0 4	Y	-12	B9,J3,1,N1*
SSW	MF	D64y	82	0	0	0 1	Y	-8	H17,J3*,H13
MP	CH	D60y	76	0	0	0 0	Y	-12	C18,B11,1,J5*

OR 8a

KATY: Lay #23(w) in L9. Run C18-B11-B9-M6-M2-N1* (\$320). Pay divs (PZ +\$192, CB, CH, BM & MF +\$32). Price to B375
SLSF: Lay #8(w) in K10 (-\$60) and #8(e) in K8. Run M22*-M20-N17-M14-L11-M6-B11-C18 (\$400). Pay divs (CB +\$320, Frisco +\$80). Price to A375.
IC: Lay #23(nw) in J7. Run A22*-C18-K16-M20-N17-M14-L11-B11 (\$430). Pay (CH +\$301, CB +\$86, PZ +\$43). Price to A350.
FW: Lay #46(se) in H15. Run A2*-D5-F5-J3-H13-C18 (\$310). Pay divs (MF +\$186, CH +\$62, PZ & FWD +\$31). price to B200.
TP: Lay #24(se) in F7. Run N17*-M20-M14-L11-M6-M2-K4-J5-F5-B11 (\$420), pay divs (MF +\$252, PZ+\$84, CH & BM +\$42), price to B180.
GM&O: Lay # L9 w/tile #16(w), run train: M22-M20-N17-M14-K16-C18* (\$330), pay divs (BM +\$231, CB+\$62, CH +\$31), price to C120.
SP: Lay #142(e) in M8. Run N1-M2-M6-M8-L11-M14-N17-M20-H17-C18 (\$370). Pay (BM +\$222, CB,CH & MF +\$37), price to C82.
AT&SF: Lay #23(e) in M12. Run N1*-M2-K4-J3-F6-D6-M6-L11-M14-N17-M20-C18 (\$480). Pay dividends (PZ +\$288, CH +\$96, CB & MF +\$48). Price to B72. *The Bank is busted!*
SSW: Lay #42(ne) in I6. Run J3*-H13-H17-M20-N17-M14-L11-B11 (\$390). Pay dividends! (MF +\$234, BM +\$78, CH & 39,PZ +\$39). Price to D68.
MP: Play no tile. Run A2-D5-F5-B11-B19-C18-M20-N17-M14-L11-M6-J5* (\$540). Pay dividends (CH +\$324, CB, BM,PZ, & MF +\$54). Price to D64y.

OR 8b

KATY: Lay #24(sw) in L3 (new track toward K2). Run C18-B11-B9-M6-M2-N1* (\$320). Pay divs (PZ+192,CB+32,CH+32,BM+32,MF+32). Price to A400.
SLSF: Lay #41(e) in M12. Run M22*-M20-N17-M14-L11-J5-B11-C18 (\$420). Pay divs (CB +\$336, Frisco +\$82). Price to A400b.
IC: No tile. Run A22*-C18-K16-M20-N17-M14-L11-B11 (\$430). Pay (CH+301,CB+86,PZ+43). Price to A375
FW: ...

PLAYER STATUS:

*Indicates Presidency (certs)
Bailey: \$2674, 8* SLSF, 2 IC, 2 GM&O, 1 MP, 1 SP, 1 KATY, 1 AT&SF (13+2) <Priority>
Hanna: \$3376, 7* IC, 6* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1TP, 2SP (13+8)
Martin: \$2414, 7* GMO, 6* SP, 1 KATY, 2 SSW, 1 MP, 1 TP (13+3)
Zieske: \$2703, 6* KATY, 6* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP (9+7)
Frueh: \$2753, 6* SSW, 6*, 6*TP, 1 MP, 1 SP, 1 KATY, 1AT&SF (12+7)

CORPORATE STATUS:

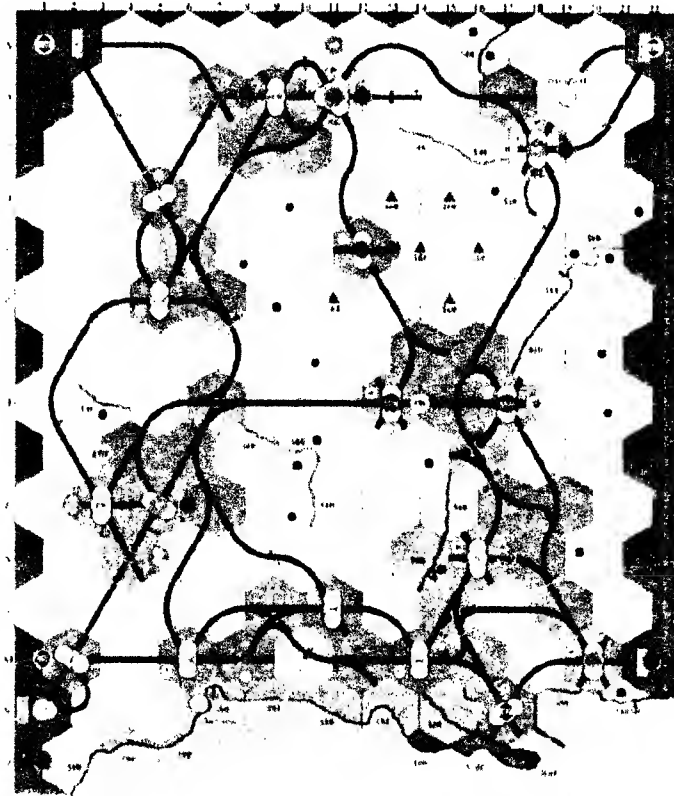
Corp	Prez	Price	Par	IO	Pool	Hld Cash	Det	Train	Tokens
KATY	PZ	A400a	180	0	0	0 272	Y	-6	B11,B9,E12,N1*
SLSF	CB	A400b	100	0	0	2 84	Y	-8	E12,B11,J5,M22*
IC	CH	A375	68	0	0	0 0	Y	-8	K16,C18,A22*
FW	MF	B200	100	0	0	1 29	Y	-6	J3,H13,A2*
TP	MF	B180	90	0	0	0 5	Y	-10	J5,1,N17*
GM&O	BM	C120	68	0	0	0 1	Y	-6	M20,K16,C18*
SP	BM	C82	72	0	0	0 89	Y	-10	N1,H17,1,N17*
AT&SF	PZ	B72	82	0	0	0 4	Y	-12	B9,J3,1,N1*
SSW	MF	D68	82	0	0	0 1	Y	-8	H17,J3*,H13
MP	CH	D64y	76	0	0	0 0	Y	-12	C18,B11,1,J5*

Bank is busted. The game is over after OR 8c.

Available Trains: 12, ...

Available Tiles:

Yellow: 1(1), 2(1), 3(2), 4(5), 5(2), 6(2), 7(8), 8(1), 9(7), 55(1), 56(1), 57(5), 58(3), 69(1)
Green: 14(0), 15(0), 16(2), 17(2), 18(2), 19(1), 20(2), 23(1), 24(0), 25(0), 26(2), 27(2), 28(1), 29(1), 141(2), 142(1), 143(1), 144(1)
Brown: 39(1), 40(2), 41(2), 42(1), 44(1), 45(1), 46(1), 70(2), 145(1), 146(2), 147(1), 170(1)





WIZARD'S QUEST

Turn 1-2

01

The Cast: (and table order)

Yellow: Alan Bargender

Blue: Debbie Anderson

Green: Bill Lenoir

Purple: Greg Crowe

Red: Ron Fisher

Turn 1 (concluded)

PLAYERS: Turn order is G > Y > P > B > R

Green gets 4 men and doesn't petition the Wizard. He places all 4 in Moss Glenn and attacks Haven (5:6) - 1 orc, advance 7 & Hero.

Yellow gets 6 men and petitions the Wizard. 3 men go to Melting Sands, 1 to Oxleaf, 1 to Marls Gate, and 1 to Castle 2. Melting Sands attacks the 2 orcs in Dewbury (6:2). Two orcs dispersed to Dread Moor, 2 Yellow men lost. 3 men plus sorcerer to Dewbury.

Purple gets 4 men and petitions the Wizard; gets an extra man and boat privileges. Place Sorcerer in Radner Fen(4-4), 3 men in Castle #5. Swaps Hero and Sorcerer. Attacks Pembroke from Castle 5 (2:3; 1:5). Loses 3 men, disperses 2 orcs to Flintshire, 1 to Kilgarren. Sorcerer and 2 men advance.

Blue gets 4 men and petitions the Wizard; loses 1 man. Places 3 men on Gaudy Green and holds.

Red gets 4 men and petitions the Wizard; gets 2 extra men and an extra attack campaign. Places 2 men in Castle #8 and 4 men in Earthen Pass. Moves Sorcerer to Earthen Pass and attacks Marls Gate (6:3); loses 3 men, disperses 3 Yellow to Britton, advances Sorcerer and 1 man.

BOARD:

I: 1(1G,BT), 2(3Y,S,RT), 3(2X), 4(2Y), 5(5Y), 6(1G,PT).

II: 1(1G), 2(3X), 3(4X,W), 4(6B,H), 5(3Y), 6(3X).

III: 1(1G), 2(2Y), 3(1R,S), 4(2P,S), 5(?), 6(1B,RT).

IV: 1(1B), 2(2X), 3(2B,YT), 4(3P,H), 5(2X), 6(2R,BT,H).

V: 1(1P), 2(GT), 3(1X), 4(1R), 5(3X), 6(1R,PT).

VI: 1(2B), 2(7G,H), 3(2X), 4(3X,GT), 5(D), 6(1R,YT).

Castles: 1(3X,BT), 2(3Y,PT), 3(1X,RT), 4(1X,YT), 5(2P), 6(3B,GT,S), 7(6G), 8(5R)

Cards:

Y: 1 P: boat B: 0 R: 0 G: 0

TURN 2

ORCS: Orcs multiply in Regions 2, 2, 3, 3, 6. Portston Moor, Orc Hill, N Hemp, Flintshire, Kilgarren, and Castle 1 get 1 orc; Castles 3 & 4 get 2 orcs each. There are 6 frenzies.

Portston Moor (4X) vs Spruceton (1P): 5:3, 5:5, 2:1 = -3X, -1P, no advance.

Sheep Meade (4X) vs Melting Sands (2Y): 5:5, 2:1 = -2Y, -2X, 1 orc advances.

Orc Hill (4X) vs Red Dune (1G): 6:5, 2:6 = -1X, -1G, 1 orc advances.

Orc Hill (2X) vs Castle 2 (3Y): 6:2 = -2X.

N Hemp (4X) vs Maplevale (2Y): 3:6 = -2Y, 1 orc advances.

N Hemp (3X) vs Pembroke (2P,S): 2:6, 6:4, 6:1 = -2P, -2X.

Flintshire (4X) vs Pembroke (PS): 5:4, 6:4, 3:1 = -3X.

Castle 3 (4X) vs Blood Rock (2B): 3:5 = -2B, 1 orc advances.

Castle 3 (3X) vs Moss Glen (1G): 2:1 = -1G, -1X, 1 orc advances.

Orcs occupy vacant Orc Hill, Spruceton, Fingel, and Windfor.

DRAGON: Moves to Sunken Dale (5,3) and eats the orc, then to Pembroke (3,4) and gobbles the Purple Sorcerer.

WIZARD: Moves to Fernham (4,6) and prospers Red (+3R).

PLAYERS: Turn order is G > Y > P > B > R

Green gets 4 men, petitions the Wizard. He places his Sorcerer in Castle #7 and 2 men in Haven and attacks Flintshire (2:5). 1 orc slain, advance all but 1 man, captures his Crown (3 men anywhere), places 2 in Flintshire and 1 in Castle 7.

Yellow gets 4 men, petitions the Wizard and loses the 4 men. ...

BOARD:

I: 1(1G,BT), 2(3Y,S,RT), 3(2X), 4(1X), 5(5Y), 6(1X,PT).

II: 1(1G), 2(3X), 3(1X), 4(6B,H), 5(3Y), 6(1X).

III: 1(1X), 2(1R,S), 3(1X), 4(D), 5(1X), 6(1B,RT).

III: 1(1X), 2(1R,S), 3(1X), 4(D), 5(1X), 6(1B,RT).

IV: 1(1B), 2(2X), 3(2B,YT), 4(3P,H), 5(2X), 6(5R,BT,H,W).

V: 1(1X), 2(1X,GT), 3(-), 4(1R), 5(3X), 6(1R,PT).

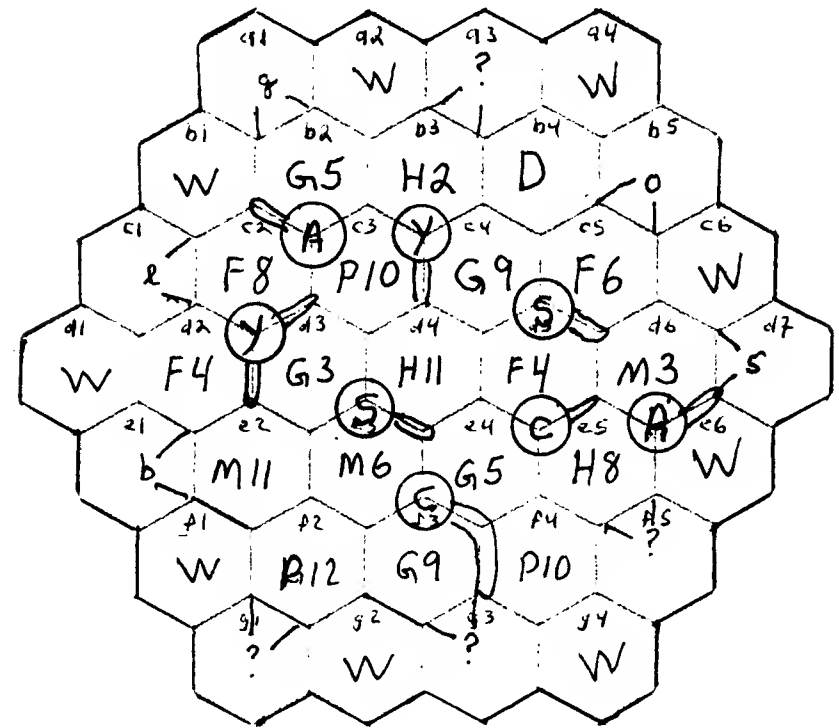
VI: 1(1X), 2(1G), 3(3X), 4(10G,H), 5(1X), 6(1R,YT).

Castles: 1(3X,BT), 2(3Y,PT), 3(1X,RT), 4(4X,YT), 5(2P), 6(3B,GT,S), 7(7G,S), 8(5R)

Cards:

Y: 1 P: boat B: 0 R: 0 G: 1

Legend: Roman numeral = Region, #() = territory, B = Blue, D = Dragon, G = Green, H = Hero, P = Purple, R = Red, S = Sorcerer, T = Treasure, W = Wizard, X = orcs, Y = Yellow





The Cast

Andy York (Red)
Mike Scott (Purple)

Rick Copeland (Blue)
Deb Anderson (Gold)

Set up: (Concluded)

S: Build settlement at d3/d4/e3 and road at e3/d4. Collect brick, ore and sheep.

C: Build settlement at e3/e4/f3 and road at e4/f3. Collect ore & two grain.

Y: Build settlement at b3/c3/c4 and road at c3/c4. Collect brick, grain, & sheep.

Assets: (the Robber is at b4)

	brick	grain	lumber	ore	sheep	Knights	cards	VP	other
Y	1	1	0	0	1	0	0	2	--
C	0	2	0	1	0	0	0	2	--
S	1	1	0	0	1	0	0	2	--
A	2	0	1	1	0	0	0	2	--

Turns 1-1 to 2-2

Y: Roll = 8. A & Y collect 1 lumber @ c2; A & C collect 1 brick @ e5. No trades.

C: Roll = 5. A collects 1 grain @ b2; C collects 2 grain @ e4. Trades 4 grain for 1 lumber and builds a road at f3/f4 (-bl).

S: Roll = 7. Move Robber to c2 and steal grain from A. No trade.

A: Roll = 3. S collects grain @ d3; A Collects an ore @ d6. No trade. Builds road @ b1/c2 (-bl).

Y: Roll = 2. Y collects 1 ore @ c2. No trade. Build road @ d2/d3 (-bl) and buy a card (-gos)

C: Roll = 6. S collects 1 lumber @ c5; S & C collect 1 ore at e3. Trade?

Assets: (the Robber is at c2)

	brick	grain	lumber	ore	sheep	Knights	cards	VP	other
Y	0	0	0	0	0	0	1	2	--
C	0	0	0	2	0	0	0	2	--
S	1	3	1	1	1	0	0	2	--
A	1	0	0	2	0	0	0	2	--

Y: Settlements: c2/d2/d3, d3/d4/e3

Roads: c2/d3, c3/c4, d2/d3

C: Settlements: d5/e4/e5, e3/e4/f3

Roads: d5/e5, e4/f3

S: Settlements: c4/c5/d5, d3/d4/e3

Roads: c5/d5, e3/d4

A: Settlements: b2/c2/c3, d6/e5/e6

Roads: b2/c2, d6/e6

Transcript and map are posted on the website. Map is also on p 15.



TURN 1

Governor Butitta chooses **Builder**, builds Sm Market (1 cr). York builds Sm Indigo (1d). Fisher builds Sm Market (1d). Martin builds Sm Warehouse (-3d).

York chooses **Mayor** and places colonists on Indigo and Sm Indigo. Fisher places on Corn. Martin places on Corn. Butitta places on Indigo. Four more colonists placed on Colony Ship.

Fisher chooses **Settler** and takes Quarry. Martin takes Sugar. Butitta takes Coffee. York takes Indigo. Sugar & Tobacco go to the discards, and five new plantations are drawn.

Martin chooses Prospector (+1d). Captain, Craftsman, and Trader get 1d.

TURN 2

Governor York chooses **Craftsman** (+1d) and produces 2 Indigo. Fisher and Martin produce 1 corn each. Butitta produces nothing.

Fisher chooses **Mayor** and places colonist on Quarry and Sm Market. Martin places on Sugar. Butitta places on Sm Market. York places on Indigo. Four colonists board ship.

Martin chooses **Captain** (+1d), shipping 1 corn on 5 ship (+2 VP). York ships 2 Indigo on 6-ship (+2 VP). Fisher ships 1 corn (+1 VP).

Butitta chooses **Settler** and takes Quarry. York takes Corn. Fisher takes Tobacco. Martin takes Sugar. Coffee and Tobacco are discarded and five new plantations drawn. Builder, Prospector, and Trader receive 1d.

TURN 3

Governor Fisher chooses **Builder** (+1d), builds Hospice (2d, 2 cr). Martin builds not. Butitta builds Small Indigo plant (-1d). York builds L Indigo (-3d).

Martin chooses **Settler** and takes Quarry. Butitta takes Corn. York takes Indigo. Fisher takes Tobacco. Sugar and coffee are discarded and five new plantations appear.

Butitta chooses **Mayor**, places colonist on Small Indigo and on Quarry. York places colonist on L Indigo. Fisher places colonist on Hospice. Martin places colonist on Quarry. 4 colonists board ship.

York chooses **Craftsman**, producing 2+1 Indigo. Fisher produces 1 corn. Martin produces 1 corn. Butitta produces 1 Indigo. Captain, Prospector and Trader gain 1d.

TURN 4

Governor Martin chooses chooses **Trader** (+3d), sells Corn (+1d). Butitta ...

Martin: Gov. Trader. Sm Warehouse(.), Corn(x), Sugar(x), Sugar(.), Quarry(x). 5d, 2 VP, 1 corn.

Butitta: Sm Market(x), Sm Indigo(x). Indigo(x). Coffee(.), Quarry(.), Corn(.). 2d, 1 Indigo.

York: Sm Indigo(x), L Indigo(x), 2xIndigo(x), Indigo(.), Corn(.). 0d, 2 VP, 3 Indigo.

Fisher: Sm Market(x), Hospice(x). Corn(x), Quarry(x), 2xTobacco(.). 1d, 1 VP, 1 corn.

AVAILABLE BUILDINGS: All but Sm Market

AVAILABLE PLANTATIONS: Quarry(x5), Coffee, Indigo, Sugar(x2), Tobacco

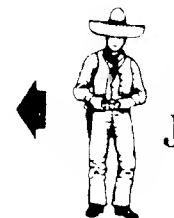
AVAILABLE ROLES: Builder, Captain(1d), Craftsman, Mayor, Prospector(2d), Settler

COLONY SHIP: 4 colonists

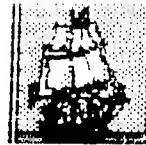
SHIPS: 5-ship(2 corn), 6-ship(2 Indigo), 7-ship

STOCK: 95 VP, 60 colonists, 9 coffee, 6 corn, 6 Indigo, 11 sugar, 9 tobacco

TRADING HOUSE: corn.



ON DECK



1835: Hanna, Zieske
 1856: Hanna, Frueh, Zieske
AGE OF RENAISSANCE: Copeland
BALKAN WARS: K Wilson, Dave A
BRITANNIA: Zieske, Copeland, Dave A (need 1 more)
COLONIAL DIP: Buchdorf (need 6 more)
DUNE: K Wilson, Martin, Dave A (want 2-4 more)
GUNSLINGER: Scott, Fowble, R Fisher, need 4 or 5 more
HISTORY OF THE WORLD I: Zodda, Dave A (need 4-5 more)
KREMLIN: Nichols, Martin
LIFT-OFF: York, Dave Anderson
MACHIAVELLI: Nichols, Dave A, (need 2-6 more)
MAGIC REALM: Butitta, Deb A (need 4-8 more)
MERCHANT OF VENUS: R Fisher, Deb A, Dowrey (need 1-3 more)
PUERTO RICO: Bill Salvatore
RUSSIAN CIVIL WAR: Scott, Martin
SAMURAI (AH): Copeland
SILVERTON: Zieske, Deb A, Nichols (need 1-3 more)

OTHER POSSIBILITIES: 1829 (N OR S), 4000 AD, AIR BARON, ATTIKA, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, KAMAKURA, KREMLIN, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 1 Sep 06

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$11.50 for 12 issues in hardcopy in the US. A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

<http://hometown.aol.com/prbolduc/boris/borishome.htm>



Source of the Nile

Turn 52



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 6 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake), F4 (veldt, river 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veldt), V5 (jungle, river from 1 to 3), W6 (jungle, river from 6 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3), H19 (swamp), F22 (desert, oasis).

Positions still available for fearless explorers. Contact Alan Bargender if interested.

STELLAR CONQUEST

Kurzon Dax: Still awaiting orders for Turn 40 combat and production and movement Turns 41-44 movement. Game ends after Turn 44 combat.